
Subject: A solution for buildings in C&C mode

Posted by [Anonymous](#) on Mon, 02 Dec 2002 18:28:00 GMT

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Why not go more for what they did with "Giants: Citizen Kabuto"? Er...everytime the harvester comes, while it drops off money for the players, it puts money into a main pool or something, AI engineers can be order to place a building at preset (or maybe at a choosable preset location) and use money from that pool. Or maybe have player controlled harvesters that bring money for the main pool. Or even just use the AI engis to build light defenses instead of the actual base (wouldn't mess people up as much....).
